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User equipment 142 may include in-home user equipment 146 and wireless user device 148. In-home equipment 146 and wireless user device 148 may communicate over wireless communications path 44r. Communications path 44r may be any suitable wireless communications path such as a radio-frequency or infrared wireless path. Examples of suitable radio-frequency paths are paths based on the Bluetooth protocol, paths that support communications at 900 MHZ, 2.4 GHz, any suitable frequency in the range used to support cordless telephone operations, any suitable Bluetooth frequency, or any other suitable frequency for wireless communications.

[Please replace the paragraph that begins at page 32, line 22 and ends at page 32, line 32 with the following amended version of that paragraph:]

In-home user equipment 146 may be any suitable in-home computing equipment, such as a television set-top box, a personal computer, etc. Wireless user device 148 may be any suitable wireless user device such as a remote control with a display (a "display remote") or other portable computing device such as a handheld computer, an electronic book, a portable computer (e.g., a portable computing device that uses either a wired or wireless keyboard or a computing device such as a pen-based computer tablet or the like), a web tablet, etc.

Please replace<sup>✓</sup> the paragraph that begins at page 34, line 13 and ends at page 35, line 3 with the following amended version of that paragraph:

ad Illustrative screens that may be displayed on the display of wireless user device 148 or wireless user equipment 144 by the interactive wagering application are shown in FIGS. 3-8. In the illustrative examples of FIGS. 3-8, options are displayed using screens that are particularly suitable for relatively large displays, such as displays of the type found on electronic books, portable computers, web tablets or the like that are viewed at relatively short distances. In arrangements in which the interactive wagering application displays screens are presented on televisions or other such monitors that are viewed at a distance (e.g., television-based arrangements), the on-screen options and other content generated by the interactive wagering application may be made larger. In arrangements involving small screens that are viewed up close (e.g., handheld computers or cellular telephones with displays), scrolling may be used to access portions of screens that are too large to fit on the small display all at once. If desired, the options and content of screens such as screens 3-8 may be presented using additional menu screens (e.g., additional layers of menus or the like).